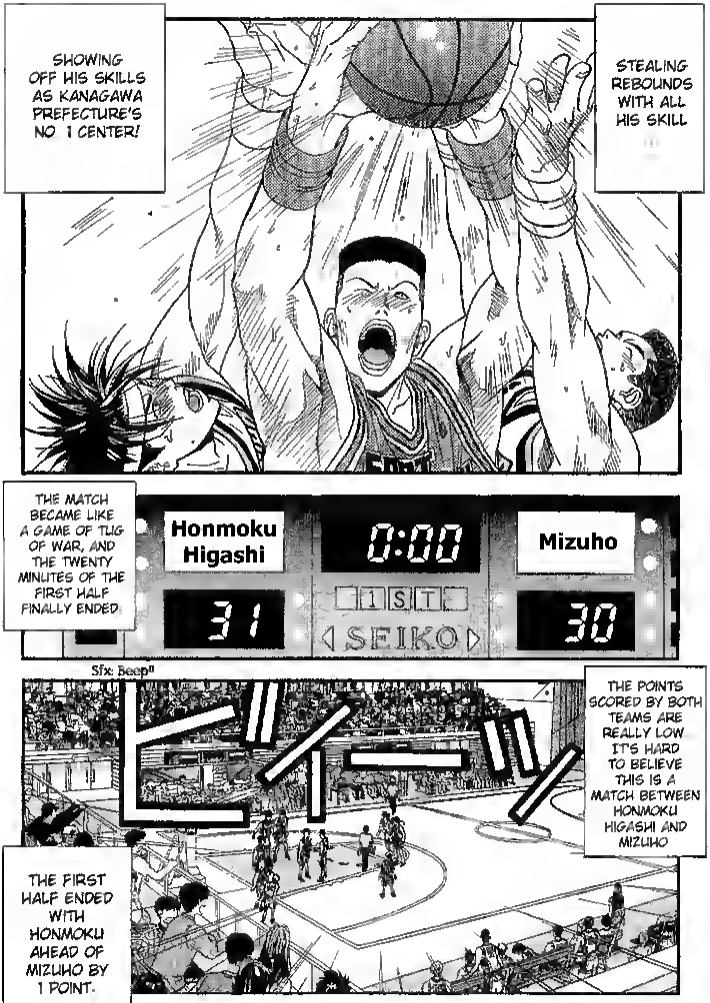
SCENE 22

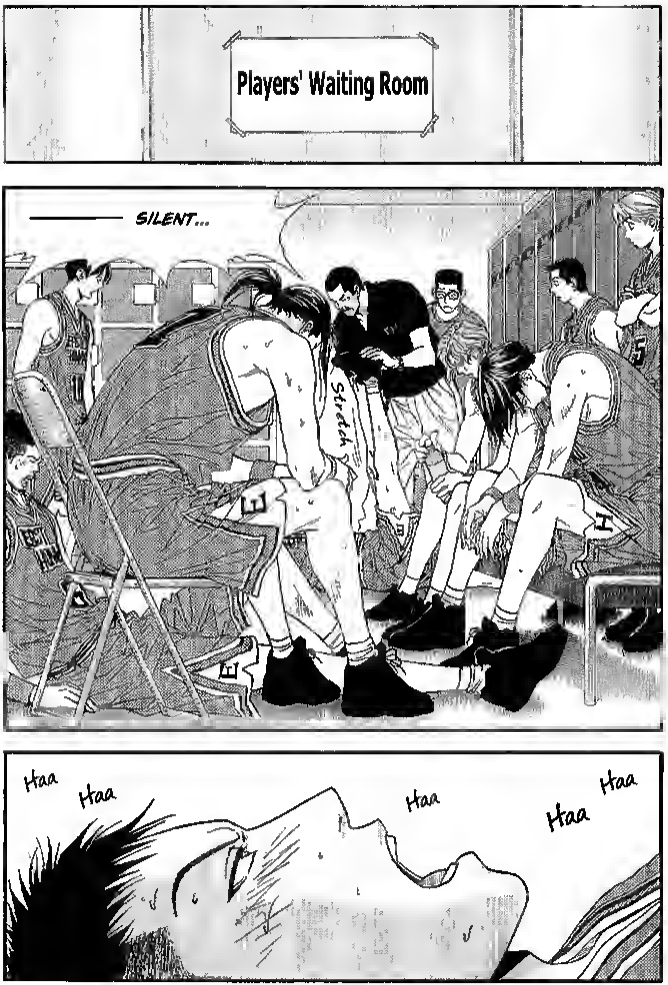
Five Men In One Day

Sfx: Squeak
Swoosh
MIZUHO'S OFFENSE WAS REVIVED BY THE CONSECUTIVE POINTS THEY SCORED DUE TO LINE PASSES BETWEEN FUJIWARA, ISHII, AND AIKAWA.
THE SCORELESS FIRST 5 MINUTES OF THE MATCH SEEM LIKE A LIE NOW...
HONMOKU'S NEW DEFENSE SYSTEM WITH UMEDA AS THE CORE WAS IN A STATE OF CONFUSION ALL BECAUSE OF ONE ATTACK FROM A HIGH POST PASS.
NOW, MIZUHO'S POINTS KEPT INCREASING

IT WAS LIKE TRYING TO FIX A LEAKING DAM: "FIX ONE SPOT AND ANOTHER SPOT STARTS LEAKING". HONMOKU'S DEFENSE WAS NO LONGER EFFECTIVE.
UP AGAINST STRONG, NON-STOP OFFENSE, HONMOKU'S DEFENSE STARTED TO CRUMBLE ..
HAD BEEN COMPLETELY DESTROYED ...
THE SEAL ON LINE PASS BETWEEN FUJIWARA AND AIKAWA THAT HAD LASTED UNTIL NOW ..
THEY FINALLY MANAGED TO STOP MIZUHO'S OFFENSE TEMPO-RARILY ..
THE COACH HAD TO ASK FOR A TIMEOUT TO GIVE NEW INSTRUCTIONS TO HOSHINA AND UMEDA ..

EVEN THOUGH THEY PERFECTLY UNDERSTAND ALL OF MIZUHO'S TACTICS IN THEIR MINDS AND AND HAD CONFIDENCE IN UMEDA FOOTWORK, THEY COULDN'T SUCCEED...
BUT THEIR OPPONENT WAS AIKAWA THE PRODIGY
TO SCORE
SINCE HONMOKU HIGASHI WAS MISSING A 3-POINT SHOOTER, MIZUHO NARROWED THEIR ZONE DEFENSE...
EVEN IN SUCH VICIOUS CONDITIONS, YAKUSHIMARU WAS STILL FIGHTING ALONE ON OFFENSE!!!


SHOWING OFF HIS SKILLS AS KANAGAWA PREFECTURE'S NO 1 CENTER!
STEALING REBOUNDS WITH ALL HIS SKILL
THE MATCH BECAME LIKE A GAME OF TUG OF WAR, AND THE TWENTY MINUTES OF THE FIRST HALF FINALLY ENDED.
Honmoku Higashi
0:00
Mizuho
31
1ST
SEIKO
30
Sfx: Beep!!
THE POINTS SCORED BY BOTH TEAMS ARE REALLY LOW IT'S HARD TO BELIEVE THIS IS A MATCH BETWEEN HONMOKU HIGASHI AND MIZUHO
THE FIRST HALF ENDED WITH HONMOKU AHEAD OF MIZUHO BY 1 POINT.


Players' Waiting Room
SILENT...
Stretch
Haa
Haa
Haa
Haa
Haa

Stretch—
UME
YOU...
THIS ISN'T GOOD. LOOKS LIKE THEY ARE TOO EXHAUSTED
THEY'RE ALL SILENT EVEN THOUGH THEY'RE AHEAD BY 1 POINT. THEIR ENERGY LEVELS ARE LOWER THAN I EXPECTED.
Haa
Haa
Gasp
Haa
Haa
Haa
Haa
Haa
Gasp Gasp

M-MY DEFENSE IS ONLY JUST GETTING STARTED ...
SPIKY HEAD COACH! I'M TELLING YOU, I'M COMPLETELY ALRIGHT!
E.H.
Gets up
?
Points
. . . .
SHAKES
SHAKES
E.H.
SHAKES

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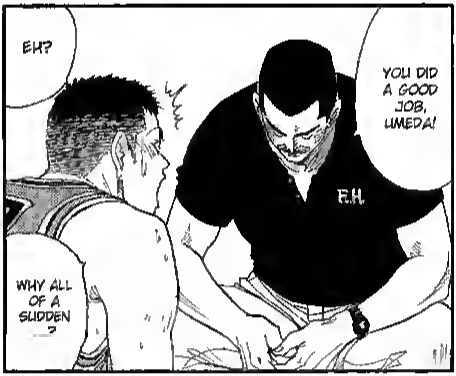
YOU SHOULD UNDERSTAND THAT IT'S DIFFICULT TO CONCENTRATE AFTER USING UP SO MUCH ENERGY!
EEVEN THOUGH WE'VE ONLY PLAYED THE FIRST HALF OF THE MATCH, THIS IS THE FIRST TIME YOU'RE PLAYING AN OFFICIAL GAME, UMEDA!



HOWEVER, JUST AS I IMAGINED, YOU PLAYED YOUR BEST INSTEAD OF DRAWING BACK FROM THE SITUATION!
I DIDN'T REALLY THINK THAT OTHER THAN THE FUJIWARA AND AIKAWA LINE PASS, THE OTHER PLAYERS COULD ALSO DISPLAY SUCH TENACITY. . TO BE HONEST, THEY'RE INSIGNIFICANT.

YOU CAN BE REALLY PROUD, UME!!
IT'S UNBELIEVABLE THAT WE WERE ABLE TO SUPPRESS MIZUHO'S SCORE UNDER THIRTY POINTS, ESPECIALLY AGAINST AIKAWA
Haa Haa
RIGHT, UMEDA. IF IT WEREN'T FOR YOU, WE WOULDN'T BE AHEAD OF THEM BY 1 POINT!
EH? WHY ARE ALL OF YOU BEING SO KIND? THIS IS WEIRD
PLEASE DON'T SAY ANYMORE
UH
IF WE WIN THIS TIME, YOU'LL BE THE MVP!
IT'S TIME TO GO BACK TO THE COURT, SPIKY HEAD COACH.
EAST HAMM
7

Haa
Gasp
Gasp
Huff
Haa
EAST HONMOKU
8
COACH, DIDN'T YOU PLAN TO LAUNCH AN OFFENSE DURING THE SECOND HALF?
Haa
Haa
Haa
Haa
I'M ALRIGHT
Haa

WITH KADOMATSU'S THREE POINTERS, HOSHINA'S DRIBBLE, AND YAKUSHIMARU TO SCORE UNDER THE NET TO DECIDE A WIN OR LOSS ...
ALRIGHT, LET'S GO WITH THE USUAL THREE PLAYERS TO LAUNCH AN OFFENSE!
Clench...
GOOD! I COULDN'T WAIT TO HEAR THAT ...
STANDS
OH?
OH! IT'S FINALLY MY TURN?
Surprised
Pats
A BIG CHANGE IN THEIR ATTITUDE...
WHAT IS THIS? AS SOON AS THEY TALKED ABOUT OFFENSE...

TAI-HEIYO! HAND ME THE MATCH BOARD!
YES!
WHATEVER! THEY AREN'T SUITABLE FOR GLOOMY FEELINGS
LISTEN HERE! WE BEGIN ...
YES!
SENPAI! I CAN RELIEVE YOU IN THE MATCH AT ANY TIME!
Whisper
Whisper
DON'T OVEREXERT YOURSELF IF YOU'RE EXHAUSTED! PLEASE SAY IT IMMEDIATELY!
NOBODY IS PAYING ATTENTION TO ME!
SOB! SOB!

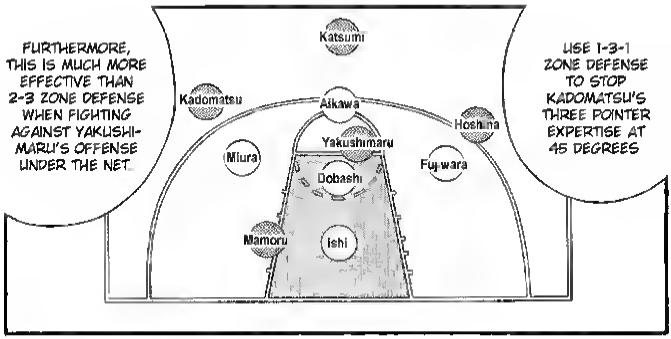
OH, IT'S LIKE THIS ..

IF THEY ARE ABLE TO MAINTAIN THE LEVEL OF DEFENSE THEY PLAYED IN THE FIRST HALF, WE DEFINITELY WON'T BE ABLE TO LAST MUCH LONGER.
THE PROBLEM IS HOW MUCH LONGER ARE THEY GOING TO USE THAT DEFENSIVE TACTIC ...

IT'S BETTER NOT TO LET HONMOKU SHOW OFF THEIR OFFENSE
SHOULD WE ATTACK AGGRES-SIVELY?

IN THE FIRST FIVE MINUTES OF THE SECOND HALF, WE NEED TO LEAD BY 20 POINTS
20 POINTS ?
THEN THEY WILL SURELY RUSH TO SWITCH TO OFFENSE! IF THEY USE THEIR NORMAL OFFENSIVE GAME TACTICS, THEN THEIR DEFENSIVE WEAKNESS WILL BE EXPOSED!
SHOULD WE USE TOYA?
NOPE!
AT THIS POINT, TOYA IS STILL NOT NEEDED

DO YOU MEAN WE'LL FACE A GREATER OBSTACLE?
Fu fu fu
THEY WILL DEFINITELY HAVE THEIR 3 POINT SHOOTER KODOMATSU SCORE POINTS AND ACTIVATE THEIR OFFENSE!
GOOD! SO NOW WE'LL DECIDE OUR STRATEGY FOR THE SECOND HALF! I THINK THEY WILL THINK ALIKE... THEY'LL TRY TO MAKE A RUN EARLY IN THE SECOND HALF
WE DON'T NEED TO PRIORITIZE ON OFFENSE AND INSTEAD CONTROL IN DEFENSE...
IF IT'S REALLY LIKE THIS...


FURTHERMORE, THIS IS MUCH MORE EFFECTIVE THAN 2-3 ZONE DEFENSE WHEN FIGHTING AGAINST YAKUSHI-MARU'S OFFENSE UNDER THE NET.
Katsumi
Kadomatsu
Aikawa
Hoshina
Yakushimaru
Miura
Dobashi
Fujiwara
Mamoru
Ishi
USE 1-3-1 ZONE DEFENSE TO STOP KADOMATSU'S THREE POINTER EXPERTISE AT 45 DEGREES

ALL THE STOLEN BALLS ARE...
STILL, WE NEED TO GUARD THESE TWO PLAYERS TIGHTLY.

BUT OTHER THAN OFFENSE FROM UNDER THE NET, THERE ISN'T ANY BIGGER THREAT.
HONESTLY I REALLY LIKED 'MAN-TO-MAN' TACTICS DURING THE FIRST HALF WE WERE BADLY PLAYED BY THEM...

FOR FAST ATTACKS...

RIGHT! BEATING THEM BY 20 POINTS IN 5 MINUTES IS AN EASY TASK FOR YOU TO DO.

I WON'T WASTE YOUR PASSES TO ME!
NO MATTER HOW IMPOSSIBLE THE PASS IS, IT'S ALRIGHT! I'LL FAST BREAK FOR ALL OF THEM
WE'LL RETURN DOUBLE OF WHAT HONMOKU DID TO US DURING THE FIRST HALF !!
Stands up
THAT'S RIGHT!
HEEEE
WHO DID YOU THINK HE IS? HE'S THE SUPER POINT GUARD, FUJIWARA!
THAT'S EXACTLY RIGHT!
THAT DELAY ACTION DURING THE FIRST HALF... COULD IT BE THAT IT WAS DONE ON PURPOSE?
HEY, SUI-ZENJI!
Whisper Whisper

OK! OK!
CLAP
CLAP
WE MUST HAVE OUR REVENGE FROM THE NEW-COMERS' MATCH!
THE TENSION IS RISING !!
OF COURSE !!

Sfx. Hits
YEAH!
LET'S GO!

HM?
SENSEI, YOU LOOK EXTREMELY HAPPY!
Close
Players Waiting Room
THAT'S RIGHT...
BUT REALLY, IT'S A WASTE FOR ME TO WORRY...
HEHE I DID SAY BEFORE THAT ONCE WE GET OUR 6TH PLAYER, THEY WILL STOP COMPETING AGAINST EACH OTHER SO MUCH
IT'S ALL THANKS TO TOYA!
?

YEAH.
THEY KNEW THEY HAD TO THINK WHILE PLAYING DURING THE FIRST HALF... TO BE PRECISE, THEY ARE PRACTICALLY AMAZING!
ON THE CONTRARY, THEY HAVE A POSITIVE SPIRIT BECAUSE THEY DON'T WANT TO LOSE THEIR SPOT TO TOYA!
IF I'D KNOWN IT WOULD HAVE THIS EFFECT, I'D HAVE LET HIM JOIN US MUCH SOONER.
SENSEI, YOU'RE TOO GREEDY!
I THINK THEIR GROWTH IS MUCH FASTER THAN WE THOUGHT!
IN THIS SECOND HALF, WE'LL FIND OUT WHICH TEAM HAS GROWN MORE SINCE THE NEWCOMERS' MATCH —
BUT IT'S HARD TO IMAGINE HONMOKU'S GROWTH IS MORE THAN EXPECTED. THAT'S A FACT

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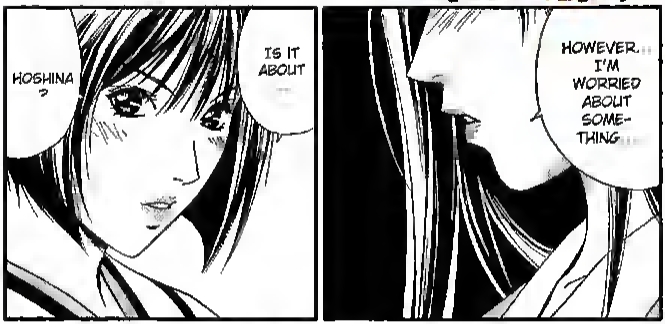
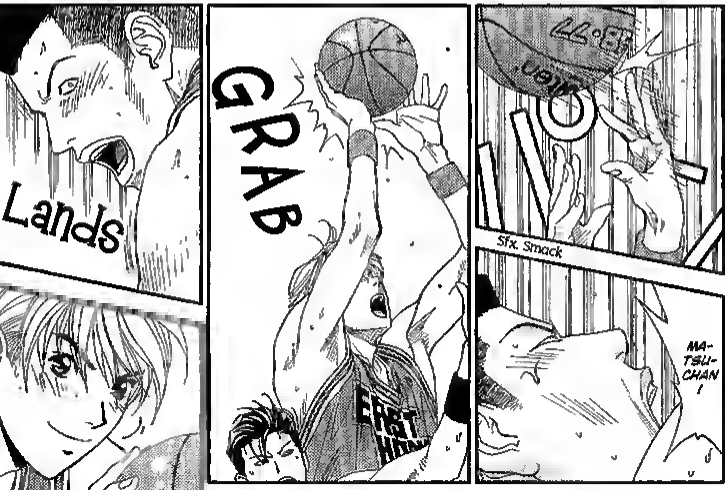


Sfx: Beep!
ピィーッ
The second half of the match between Honmoku Higashi and Mizuho will begin soon!
Sfx: Chatter
IF IT ISN'T, IT'LL BE TOO BORING!
AS I THOUGHT, IT'S DECIDED
Clatter
AH!
O-OH!

Six Uuuoooh
HERE HE COMES !!
EAST HONMOKU
3 POINT SPE-CIALIST
YOU'RE REALLY LATE! DUMBASS !!
KADO-MATSU !!

SQUEAK
SQUEAK
SQUEAK
Haa
Haa
Gasp
WE SURELY WILL WIN!
SIMMER ...
GIVE IT YOUR ALL, YAKUSHIMARU. NOW THAT KADOMATSU IS IN, YOUR BURDEN SHOULD BE LESSENED. YOU MUST KEEP UP UNTIL THE VERY LAST SECONDS!!

HAAH!
Sfx. Jump

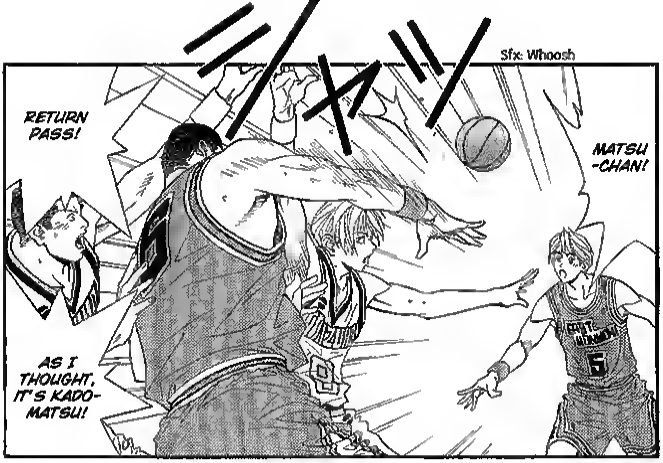

Lands
GRAB
Sfx. Smack
MA-TSU-CHAN!

HURRY UP! HURRY UP! HURRY AND SCORE A THREE POINTER!
HON-MOKU'S BALL!
Sfx: Dash
DEFENSE!
Sfx: Guard Guard

HIMURO SENSEI KNEW KADOMATSU WOULD PLAY IN THIS MATCH?
1-3-1 ZONE!!
O-OH!
!!
BLOCK
5
ZUKO

BLOCK
MATSU! PASS IT TO ME!
THAT'S FUNNY! HOW IS IT POSSIBLE THAT MIZUHO'S ZONE DEFENSE COULD DEFEND SUCH A WIDE AREA!
YOU CAN'T SHOOT WITH THAT!
Catch
Swish
JUMP
IT'S A HIGH POST!
AGAIN, THEY WILL ATTACK FROM THE INSIDE AND NARROW THE ZONE!
MIZUHO

SMASH IT!
U-UH WAH!
BU-WAAH!
I HAVE TAKEN OVER THE DEFENSE ON THE INSIDE MATSU CAN SHOOT A THREE NOW.
NOW!
Twitch
HE'S GOING TO SHOOT!
HEK!


Sfx: Whoosh
RETURN PASS!
MATSU -CHAN!
AS I THOUGHT, IT'S KADO-MATSU!

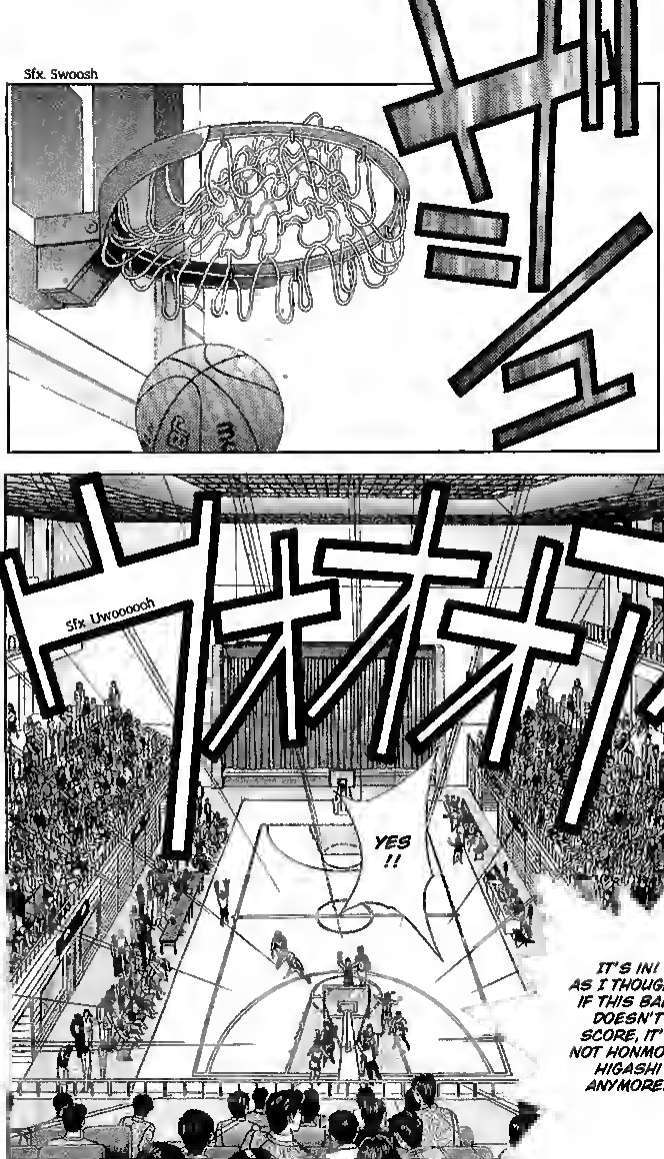
!!
BLOCK
Catch
TCH! IF IT'S GOING TO BE EASY FOR YOU TO SCORE, THEN OUR 1-3-1 ZONE WILL BE POINTLESS!

WHA-?!
HOI SHINA IS BLOCKING?!
IM-POSSI-BLE!
EAST HOKKU
7
5

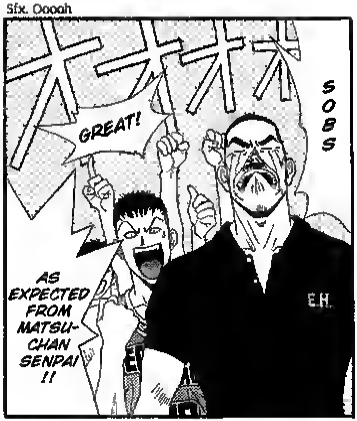
YUITO!
SHOOT!
MATSU-CHAN!!

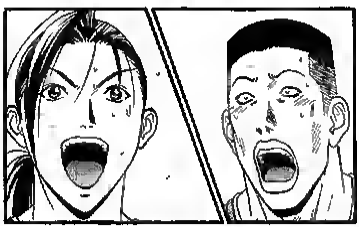
Sfx: Whoosh
A THREE !!

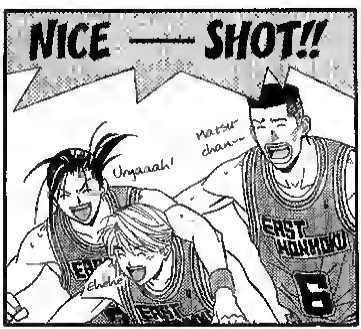
PLEASE ...!!
SCORE ...


Sfx. Swoosh
Sfx. Uwoooooh
YES !!
IT'S IN! AS I THOUGHT, IF THIS BALL DOESN'T SCORE, IT'S NOT HONMOKU HIGASHI ANYMORE!

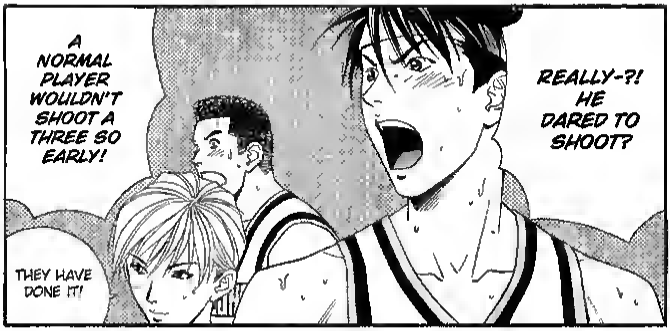
Sfx. Oooah

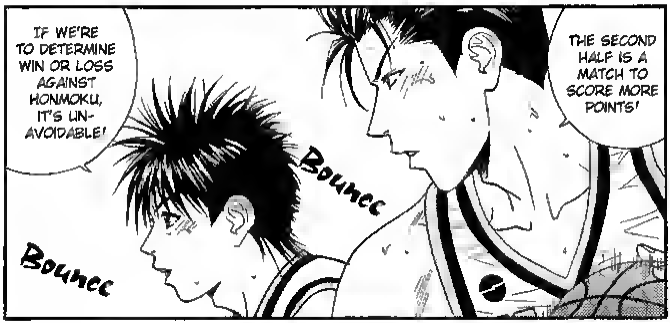

SOBS
GREAT!
AS EXPECTED FROM MATSU-CHAN SENPAI!!
E.H.

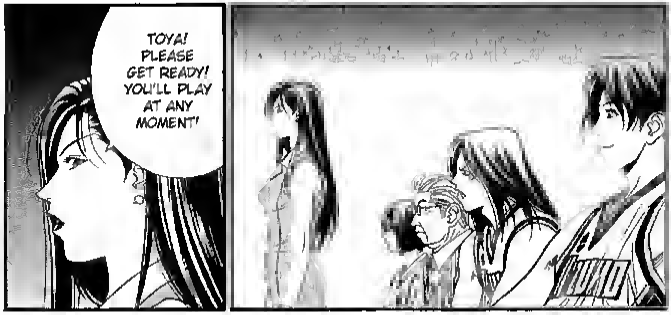



NICE —— SHOT!!
Matsu-chan~
Umaaah!
EAST HONMOKU
6

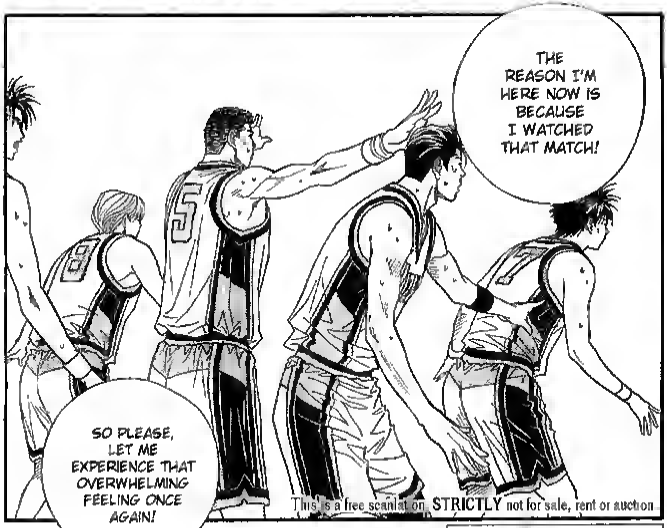
LUCKY!
I HAVE LUCK TODAY!


A NORMAL PLAYER WOULDN'T SHOOT A THREE SO EARLY!
REALLY-?! HE DARED TO SHOOT?
THEY HAVE DONE IT!


IF WE'RE TO DETERMINE WIN OR LOSS AGAINST HONMOKU, IT'S UN-AVOIDABLE!
THE SECOND HALF IS A MATCH TO SCORE MORE POINTS!
Bounce
Bounce


TOYA! PLEASE GET READY! YOU'LL PLAY AT ANY MOMENT!

WHOA! TOYA SENPAI DIDN'T EVEN TIE HIS BASKETBALL SHOELACES!
Trotting
Trotting
REALLY ?
AH! AT LAST
EH?
QUICKLY TIE THEM NOW!
HEY! WHAT ARE YOU THINKING ?
Shock
!?
I CAN'T TAKE PART IN THIS MATCH!



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SCENE 22 END

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